

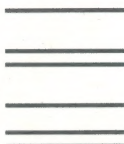
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# VIDEO GAMES

**A winner's guide to  
the 12 hottest coin-op games!**



**by Joyce Worley**



*Dell Purse Book 9280*

*Published by  
Dell Publishing Co., Inc.  
1 Dag Hammarskjold Plaza  
New York, New York 10017*

*Produced by  
Joyce Worley and  
Dell Publishing Co., Inc.*

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*Dell Purse Book®  
TM 779077*

*Printed in the U.S.A.*

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*Inside illustrations by John A. Lind*

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# THE COIN-OP VIDEOGAMES

More than 25 million Americans can't be wrong! That's how many people regularly play videogames, according to *Electronic Games* magazine. In 1981, players spent more than 75,000 man-years playing coin-operated videogames in the nation's amusement arcades.

Considering the great popularity videogames have today, it's amazing that they have only been around for a very brief period of time. They didn't even exist before 1972!

That was the year Nolan Bushnell introduced the very first coin-operated videogame, Pong. He had tried, unsuccessfully, to sell the idea for Pong to several manufacturers of pinball machines.

No one showed any interest. Pinball was king of the amusement arcades at the time. Bushnell had such confidence in Pong that he decided to ignore the advice of so-called experts and manufacture



it himself. He named his new company "Atari," which has the same meaning in the ancient Japanese game of Go that "check" does in chess.

Atari put the Pong machines in several California bars and bowling alleys to test the game's potential. When the Atari representatives went back to check the machines a week later, they found the coin boxes overflowing with quarters!

The next important event in the history of coin-op videogames happened in 1978. A tiny Japanese company called Taito opened for business with a machine called Space Invaders. Within 12 months, more than 100,000 Space Invaders machines had been installed all over Japan, and the game was well on its way to conquering America.

No machine ever previously seen in an amusement arcade had the impact of Space Invaders when it was brought to this country by the Midway Division of Bally Manufacturing Company, a well-known maker of pinball machines. Other manufacturers saw the success of Space Invaders and quickly produced videogames of their own. Some were only cheap imitations of Space Invaders games, but others featured exciting new ideas.

Asteroids, manufactured by Atari, proved especially popular. It eventually pushed Space Invaders out of first place on the amusement arcade "bestseller" list in 1980. Asteroids also introduced a new kind of video monitor, different than the one used in most coin-operated videogames (and in all ordinary television sets). It made it possible to have a greater number of objects moving around on the screen at the same time.

Until the introduction of Pac-Man, arcades attracted mostly men. Before the introduction of videogames, amusement centers were often dingy places, like pool halls. Most arcades built after the arrival of videogames were much nicer, but women either continued to stay away or played few games if they did actually go to an arcade.

Pac-Man's beautiful graphics, cute sound effects and simple controls have made it especially popular with women. Many of today's female players got their start with this machine.

The tremendous popularity of coin-operated videogames completely justifies Nolan Bushnell's faith in the idea that people would enjoy playing videogames enough to spend money on them.

Videogames will actually account for more than half of all the money amusement arcades will collect this year. To put it another way, players of videogames will pour more than 10 million quarters into the coin slots of videogame machines around the country in 1982.

Why do so many people love these games? There are almost as many reasons as there are players. Some of those mentioned most frequently by videogame fans include the following:

Videogames are challenging. They give people a chance to test their speed, agility and hand-eye coordination. In fact, videogames will even help many players improve their abilities in these areas because of all the practice.

Videogames are colorful and exciting. The first thing anyone who visits an amusement arcade will notice is the variety of sights and sounds produced by the videogame machines. No other type of entertainment has ever created such an involving atmosphere for the players.

But the most important reason why so many people are regularly going to the amusement arcades

is that the videogames are good, clean fun for players of all ages.

And if playing videogames is fun, then playing them well, scoring high and getting more play for your quarter has got to be even better!

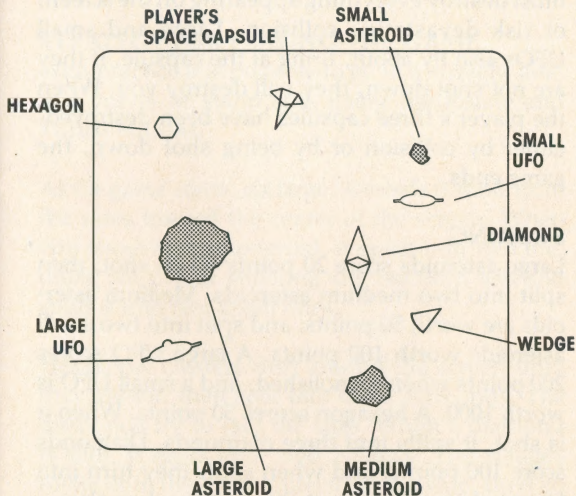
This book is like a guided tour of 12 of the most popular coin-operated videogames. In it, you'll find out how each game is played, and how *you* can learn to play the games just like the champions do! For easy reference, we've arranged the book alphabetically, not according to any popularity ratings which are subject to frequent change.

The best way to use this book is to look through it quickly, pick out one game that sounds good, read the chapter about it, and then visit an amusement arcade to try the game out for yourself. Don't get discouraged if you start off with a few low-scoring rounds. Remember: Good players must have patience! By following the simple strategies provided in this book, you should soon be playing any of these 12 games—or all of them—with a surprising amount of skill.

*Happy gaming!*



# ASTEROIDS DELUXE\*



## DESCRIPTION

The player steers a space capsule through a field of asteroids, avoiding collisions by blasting them out of his path. But UFOs in the same section of space will zap his capsule if they get a chance!

## **OBJECTIVE**

The player controls a space capsule, flying through the cosmos. Asteroids whirl about, and the player must destroy everything appearing on the screen, or risk devastating collision. Large and small UFOs also fly about, firing at the capsule. If they are not shot down, they will destroy you. When the player's three capsules have been destroyed, either by collision or by being shot down, the game ends.

## **SCORING**

Large asteroids score 20 points when shot, then split into two medium asteroids. Medium asteroids are worth 50 points, and split into two small asteroids worth 100 points. A large UFO scores 200 points when demolished, and a small UFO is worth 1000. A hexagon scores 50 points. When it is shot, it splits into three diamonds. Diamonds score 100 points, and when shot, they turn into two wedges which score 200 points when shot.

## **RULES FOR PLAY**

1. Two Rotate buttons turn the ship left or right.
2. The Thrust button propels the ship forward in the direction it faces.
3. The Shield button works for only a few seconds.

4. The Firebutton discharges the ship's laser. Four shots can be on the screen simultaneously.
5. The game gives an extra ship for every 10,000 points, to a maximum of ten extra ships.

## STRATEGY FOR PLAYING THE GAME

With practice it is possible to go in a straight line, in a curve, or stand still, using the Rotate and Thrust buttons.

As the game starts, six large asteroids tumble from the sides toward the center of the screen. When you shoot a large asteroid, it splits into two medium ones, and shooting the medium asteroid splits it into two small ones.

Hexagonal clusters drift around the screen until they are hit, then split into three diamonds. The diamonds try to ram the ship. When a diamond is shot, it splits into two wedges. The wedges rotate until they point directly at the ship, then go straight at it at a good rate of speed.

The large UFO shoots most of its shots at asteroids, but aims at the player's ship about a fourth of the time. The small UFOs aim mainly for the ship, and only occasionally hit an asteroid.

The Shield protects the ship from any one attack, but cannot hold if the ship is struck by two objects at once. The shield only lasts a few seconds, and the ship cannot fire while the shield is on. However, a shielded ship can rotate and thrust. If a shielded ship hits a UFO, the UFO is destroyed. When the shield runs out, it cannot be used again until it is recharged by the beginning of a new screen.

In later screens, everything is faster, and the wedges can actually outrun the ship. Later screens may also begin with more asteroids, up to as many as nine at one time.

Stay clear of the edges of the screen if possible, since that's where enemies come from. Shoot in bursts of two shots at a time, as you want to hold two shots in reserve to be able to fire if there's an emergency. Don't get too close to the asteroid you are shooting, since fragments may blast the ship. When the ship is destroyed, the new one appears in the same position, so be careful to avoid collisions.

## **HINTS FOR ACES**

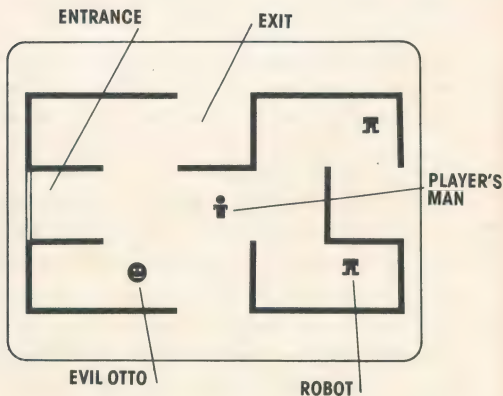
1. Learn to control the ship's movement very precisely, since steering is half the game.



2. Stay near the center of the screen, away from the edges.
3. UFOs appear from the sides of the screen, never the top or bottom, and won't fire for almost a full second. Use this time to pick them off before they begin to shoot.
4. Save the hexagonal clusters until they are the only thing left on each screen. That way, you'll have more room to maneuver around, while you shoot the diamonds and wedges that are trying to ram the ship.
5. Don't depend on your shields. Use them only in a real emergency, or if you can ram a UFO.
6. When your ship is destroyed, the new one appears in exactly the same spot, at the same angle, as the one before it when it was shot or rammed. Be very careful not to get killed again by the same asteroid or UFO that got you before!
7. Beginning players will do better moving their capsule only minimally, and concentrating on shooting.

Asteroids Deluxe is a hard game until you learn to handle the ship smoothly. Then it all falls into place, and high scores will follow if you just stick with it!

# BERZERK\*



## DESCRIPTION

The player is in a maze, trying to get to the exit. Armed robot guards patrol the area, shooting on sight. Even if they miss, Evil Otto is on his way, and if he jumps on you, you're dead!

## **OBJECTIVE**

The player controls a man carrying a gun, walking through a series of mazes. He must leave each maze by a different door than the one he entered. But the maze is populated by armed robot guards. If the man is hit by their bullets, or if he bumps into a wall of the maze, he is destroyed. After about ten seconds, a smiling rubber ball named Evil Otto bounces onto the screen from the same door the man entered by. As Evil Otto bounces his way across the maze, everything he touches will die. The player has two more men in reserve, but when all three men have been destroyed, the game ends.

## **SCORING**

The player scores 50 points for each robot killed. If all the robots in a maze are destroyed, there is a bonus of 10 points per robot. The player gets an extra man at 5,000 points.

## **RULES FOR PLAY**

1. The player uses an eight-directional joystick to move his man around the maze, and a fire button to shoot the gun.
2. The game consists of one maze after another, until the men have all been killed.

3. There are 4 to 12 robots in each maze.
4. The human's movement and aim are controlled by the same joystick, so he can only fire in the direction he is moving.
5. The walls are deadly. Anyone who bumps into one, robot or man, is instantly destroyed.
6. When robots die, they explode. If the man walks into the explosion, he perishes also.
7. The game gets progressively more difficult, but the player can tell the firepower of the enemy by their colors, as follows:
  - A. First, unarmed yellow robots appear.
  - B. Next, red robots shoot one bullet at a time.
  - C. Then white robots shoot two at a time.
  - D. Purple robots fire three bullets at a time.
  - E. Yellow robots again, but with four bullets.
  - F. Purple robots shoot five at a time.
  - G. White robots with one super-fast bullet.It continues to get harder, until each robot can fire five super-fast bullets at a time.

## **STRATEGY FOR PLAYING THE GAME**

You only get points for robots that are killed, so try to shoot as many as possible before exiting a maze. It isn't too hard as long as there's only one in firing range, but if there's a group of robots, either shoot from far away, or put a wall between



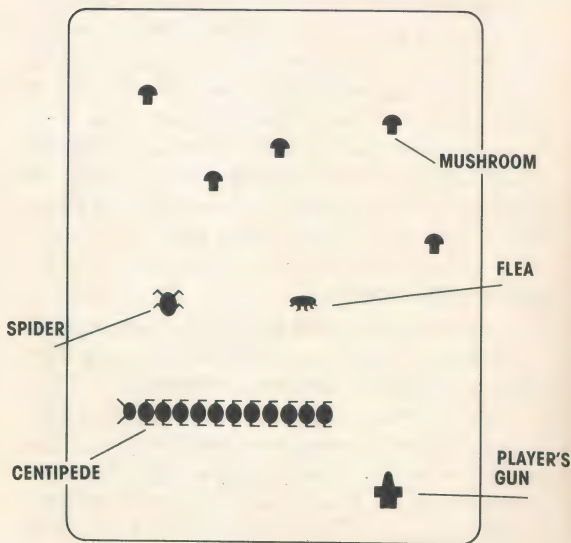
you and them. The robots will follow you, so if you walk to the end of the wall, you can pick them off one at a time as they pass. Remember that the bad guys are also killed by walking into the walls, and you can trick them into this by moving the man back and forth very quickly. As they try to follow they'll probably bump into a wall, or if there are more than one, they may bump into each other, and both will explode. Work quickly because you must be ready to leave the maze ahead of Evil Otto before he smashes you.

### **HINTS FOR ACES**

1. You don't have to kill the robots yourself to get the points. Trick them into shooting each other by leading them into each other's lines of fire. They will always follow you, even into danger.
2. Evil Otto will destroy the robots for you, if you plan your movements to put the robots between Otto and the man. When Otto is coming, wait near the exit you wish to leave by. As he crosses the screen, he'll kill any robots in his path. Then you can dash out the door before he gets to you.

This game isn't really too hard, once you get the hang of it!

# CENTIPEDE\*



## DESCRIPTION

You're in a mushroom patch, but the garden isn't safe at all! It's filled with insects—spiders, fleas, scorpions, and the centipede itself. The player must kill them all and destroy the mushrooms.

## **OBJECTIVE**

The player must destroy all the inhabitants of the mushroom patch by firing his gun at them. But the centipede is harder to kill. When you shoot it in the head, its next body segment will become a head, and the first part hit will become a mushroom. If you hit it in the body, it splits into two and becomes two centipedes. The game ends when the player's three guns are destroyed.

## **SCORING**

The mushroom patch fills the screen, with a random arrangement of the inhabitants and vegetation. A destroyed mushroom scores one point. A centipede body segment is worth 10 points, and a centipede head scores 100. The flea is good for 200 points, and the spider is worth 300, 600 or 900 points, depending on how close it is to the gun when shot. Scorpions score 1,000. The player gets a bonus gun for every 12,000 points.

## **RULES FOR PLAY**

1. The player moves his gun within the bottom three inches of the screen, using a trakball.
2. Collision with any of the garden's inhabitants will destroy the player's gun.
3. Only one bullet can be in the air at a time.

4. It takes four shots to destroy a mushroom. Though the mushrooms won't hurt you, they must be dispatched as they block your shots and also affect the movement of the centipede.
5. A centipede appears at the top left of the screen and travels to the right. If it strikes anything, either the sides or a mushroom, it descends a level closer to the gun. There are about 30 levels, but enough mushrooms cause centipedes to zigzag to the bottom quite rapidly.
6. Spiders bounce down the screen vertically or diagonally. They start at a top corner of the player's zone, rebounding off anything they hit, until they exit the opposite side of the screen. A spider destroys all mushrooms it touches and also destroys the gun if they collide.
7. Fleas fall straight from the top of the screen to the bottom, planting a random number of mushrooms in a column behind them.
8. Scorpions go straight across the screen, often so far up that the player can't shoot them, poisoning all mushrooms they touch. If the centipede hits a poison mushroom, it plunges straight to the bottom, crosses the screen, and then rises to the top to start down again.
9. When one centipede is finished off, a new round begins, with two centipedes to kill.



## **STRATEGY FOR PLAYING THE GAME**

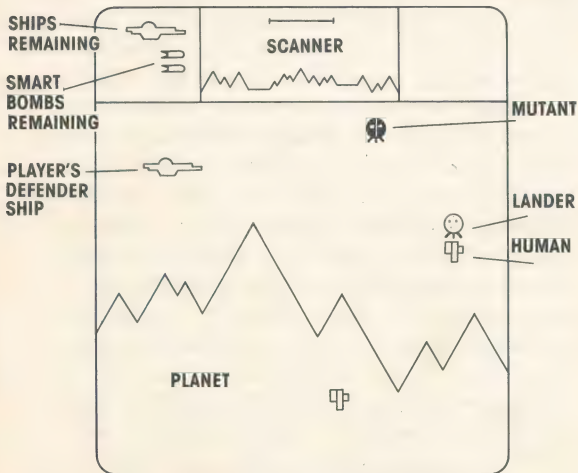
Always clear the player's zone of mushrooms, so the centipede can't rush down to you so quickly. Since only one bullet can be in the air at a time, and as you want to shoot again as soon as possible, get as close as you can to your target. Be sure to shoot a centipede in the head, as hitting the middle causes it to split; then you'll have two to deal with. Kill the spiders as soon as you can, as they give a lot of points and can quickly bounce on top of your gun. Stay away from the edges when the spider is not on screen as you can never predict when one will emerge. Don't bother with the scorpions unless you have a clear shot. Instead, prepare to quickly shoot the centipede as it plunges toward you after hitting the poison mushrooms left by the scorpion. Hold down the fire button, and rapid shots will quickly dispatch the entire centipede as it comes straight down.

## **HINTS FOR ACES**

1. Fleas and spiders are the immediate dangers.
2. Keep the player's zone free of mushrooms.
3. Kill descending centipedes as soon as possible.

This complex game will seem simple using these hints!

# DEFENDER\*



## DESCRIPTION

Humans have colonized a planet far away, but now aliens are invading their peaceful land. The aliens try to capture the humans and abduct them into space. It's your job to protect them!

## OBJECTIVE

With three defender ships, the player must protect the humans from the alien conquerors. The aliens try to capture the 12 humans left on the planet, for their own evil purpose. If a defender collides with any enemy or is hit by a missile, it is destroyed. When all 12 humans have been killed, the planet disappears, and the player has a shoot-out in space against the aliens. When three defenders have been destroyed, the game ends.

## SCORING

Alien Landers fall to the planet's surface to capture humans, then try to escape back into space. Shooting a Lander wins 150 points for the player. If the Lander and his human make it to the top of the screen, they merge to form a Mutant, also worth 150 points when shot. Baiters, very fast alien ships, score 200 points. Bombers are worth 250 points. A Pod is good for 1000 points. When shot, it releases Swarmers worth 150 points each.

The player gains 250 points if he rescues a human and safely deposits him on the ground. If a Lander drops a human, the player gets 500 points for catching him before he hits the ground, and another 500 points for carrying him to safety.

The player starts the game with three ships and three smart bombs, then gets a new ship and smart bomb for every 10,000 points.

## **RULES FOR PLAY**

1. A scanner at the top of the screen operates like radar, showing enemies approaching.
2. The ship can fly anywhere on the screen, even under the planet's surface.
3. A lever moves the ship up or down.
4. The reverse button changes the ship's direction.
5. Use thrust button to move ship more rapidly.
6. The smart bomb kills every enemy on the screen.
7. The fire button activates the laser gun.
8. The player has unlimited use of hyperspace. With hyperspace the player moves to a new spot, but doesn't know where he'll materialize.

## **STRATEGY FOR PLAYING THE GAME**

The player's main goal should be to protect the 12 humans left on the planet. Landers come to the planet's surface and capture the humans one at a time. Then they fly off into the air. The defender can shoot the Landers, but must be on the alert to catch the humans, as they die if dropped by the Lander.

Players must also be wary of accidentally shooting the humans. If a Lander is successful in carrying the human to the top of the screen, the human and the Lander merge to form a Mutant. The human is then lost, and the Mutant must be shot before it tracks the player's ship and rams it from above or below.

Baiters appear when the player has been a little too slow in dispatching the enemies. They are faster than the ship, and fire bombs at it, but by reversing the ship's direction a couple of times, the Baiter is confused and will be easy to shoot. Bombers move more slowly, but leave a path of white X's. These explode on contact with the ship. Shoot Bombers on sight; avoid the X's.

When a Pod is shot, it turns into a cloud of red Swarmers that try to ram the ship. If you don't want to use a smart bomb, keep reversing and thrusting until you can shoot them all.

Attacks come in waves, with a bonus at the end of every wave. At the end of the fourth wave, the player gets a new planet and 12 new humans to protect. If the player scores 10,000 points, he gets a new ship, and another smart bomb.

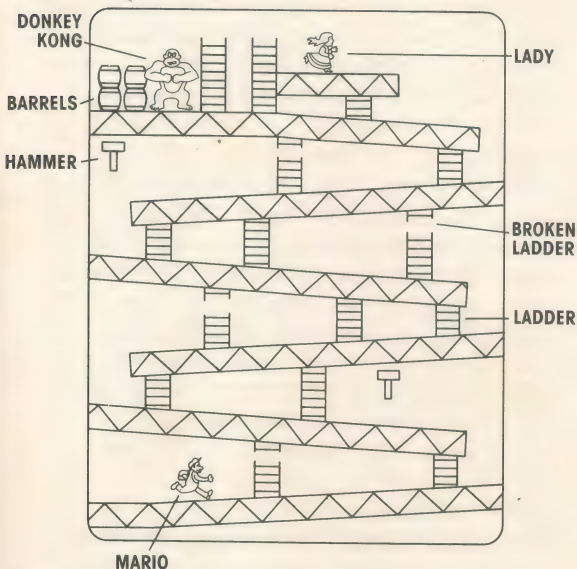
## HINTS FOR ACES

1. Practice until you master the controls.
2. You can sometimes escape pursuers by going below the planet's surface, but not always.
3. Don't thrust too much. When you do, move up and down the screen, firing rapidly, to destroy many of your enemies as soon as they appear.
4. If there are three or more Baiters on screen at once, you'll probably have to use a smart bomb to get rid of them.
5. Beware of hyperspace. You never know where you are going to come out, and it might be near an enemy. Use hyperspace only when there's no other way to survive.
6. Rescuing kidnapped humans is top priority.
7. If you get down to only one living human, carry him around with you to keep him safe, thus avoiding the destruction of your planet.
8. If you lose your planet in the fourth wave, maneuver carefully, using hyperspace if necessary, until the screen fills with enemies. Then use a smart bomb to kill them all. At the end of the fourth wave, you'll get a new planet and humans.

This is a very difficult game even for an expert, but it's a lot of fun once you master it.



# DONKEY KONG\*



## DESCRIPTION

Donkey Kong has kidnapped a beautiful young maiden, and carried her up a building, where he set her on a steel girder. Mario the jumpman must climb to the top of the building to save her.

## **OBJECTIVE**

The player must try to rescue the lady by maneuvering Mario up the building to where Kong has taken her. Kong throws a barrage of barrels onto Mario's head; if Mario is struck, he dies. When three Marios have been killed, the game ends.

## **SCORING**

Each time Mario leaps over one of the barrels Kong throws, the player scores 100 points. Hitting a barrel with a hammer scores from 300 to 800 points. Starting on the second screen, Mario can pick up the prizes that randomly appear for 300 to 800 points. The second screen has plugs in the floor that drop out when Mario crosses them, for 100 points per plug. A bonus for completion of each screen is based on the amount of time remaining when it is complete.

## **RULES FOR PLAY**

1. The player moves Mario around the building using a four-directional joystick.
2. A jump button makes Mario leap the way the joystick is facing—up, down or side-ways.
3. Mario climbs the framework of the building (first screen), with ladders that connect the steel girders.

4. Some of the ladders are broken. Mario cannot reach the next girder using a broken ladder.
5. Kong throws barrels at poor Mario. Some fall straight down, but most roll along the framework of the building toward the bottom. Mario must leap over them as they roll toward him.
6. Two hammers are hung on each screen on different floors of the building. When Mario is directly below a hammer, pressing the jump button causes him to leap up and grab it.
7. The hammer destroys barrels by striking them as they approach. When the hammer starts to flash, it's about to disappear.
8. Mario cannot jump or climb on a ladder while he has a hammer.
9. When Mario reaches the top of the first screen, Kong grabs the girl and climbs higher, to the top of the second screen.
10. The second screen has four stories. Each story has two plugs in the floor. The plugs fall out when Mario crosses them. Mario can leap over holes left in the floor, but barrels can't.
11. When all the plugs are removed on the second screen, Kong falls headfirst to the ground, and Mario saves the lady.
12. The game continues with two more screens, trickier than the first two. Rules are the same.

## **STRATEGY FOR PLAYING THE GAME**

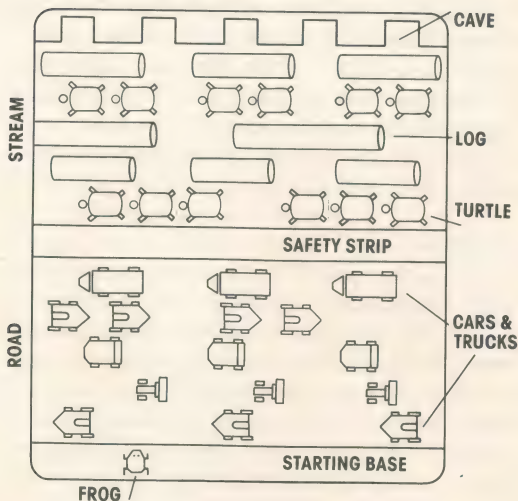
Donkey Kong requires a good sense of timing. Watch the barrels that come toward Mario to determine if he has time to get up a ladder in time to leap the next barrel. Mario is on his hands and knees when he reaches the top of a ladder. Push straight up on the joystick to make Mario stand up to leap over the next barrel. Barrels can also descend ladders, so don't get caught where Mario would be vulnerable. On the second screen, the barrels are on fire. As Mario moves around knocking out floor plugs, the flaming barrels tend to gather around the remaining plugs. Distract them by climbing up and down ladders. The third screen is similar to the first, but with more barrels. The building is under construction on the fourth screen. Mario must leap from left to right, moving from ladders to platforms to elevators.

## **HINTS FOR ACES**

1. Concentrate on climbing. Ignore the first hammer on every screen.
2. Hide from barrels on partial ladders. Don't climb past the last rung or Mario will fall.

This is a great game with beautiful graphics. You'll be a big winner if you have a good sense of timing!

# FROGGER\*



## DESCRIPTION

Why does a frog cross the road? In this case, to get to the stream. And why does the frog cross the stream? Why, to gain points, have fun, and (need we say it?) to get to the other side!

## OBJECTIVE

Each of five frogs must cross the road, darting between oncoming traffic. Cars and trucks whiz about, moving in alternate directions on the screen. Then the frog is on the edge of a stream which he must also try to get across. Alternate rows of turtles and logs travel left and right. He can leap from one log to the next and onto the backs of turtles, to keep from falling in the water, until he reaches safety on the other side.

## SCORING

The player is given 60 beats of time (not quite seconds) to get each frog across the road and the stream. For every safe jump the frog makes, he scores 10 points. When the frog reaches his home on the other side, he scores 50 points, plus 10 points for every beat of time left over. If the frog safely escorts a lady frog home, he gets 200 points. Eating an insect is worth 200 points, and getting all five frogs home safely earns a 1000 point bonus. If a frog is killed by being smashed on the highway, falling into the stream, or being eaten by enemies, a new frog appears at the edge of the highway. The game ends when three frogs have been lost. Players earn an extra frog if they score 20,000 points.



## RULES FOR PLAY

1. The player moves the frog around the screen with a four-directional joystick.
2. A bar across the bottom of the screen gives a visual indication of how much time is left. Each frog is given 60 beats of time to cross the road and river, to get to his home on the other side.
3. The frog hops between oncoming traffic, timing the leaps to avoid collisions.
4. When the frog has crossed the road, he reaches a center dividing safety strip.
5. Turtles swim upstream (left), and logs float with the current (right). The frog leaps from the center safety strip onto the back of a turtle, then onto a log, and so forth until he has made it all the way across the river.
6. The frog's last leap out of the river must put him into his home cavern. Five caves line the river bank. The player earns a 1000 point bonus if he can get all five frogs safely home.
7. Additional challenges in the game earn extra points. A lady frog appears somewhere in mid-crossing. If the frog picks her up and carries her safely across the river to his home (by jumping on top of her), he earns 200 extra points. If the frog eats the insect that occasionally comes along, he gets another 200 bonus points.

8. The frog must avoid snakes, otters, and crocodiles that randomly threaten his way.
9. The turtles occasionally dive into the water. If the frog is on a turtle's back when it plunges into the river, he will drown.

## **STRATEGY FOR PLAYING THE GAME**

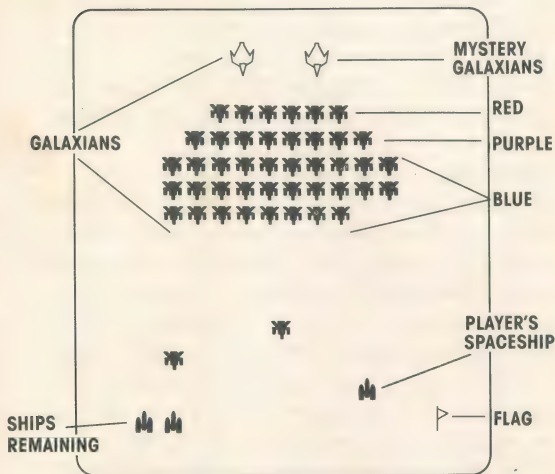
You need a good sense of timing to play this game well. Pick your moment to jump from one obstacle to another, or between oncoming cars and trucks. When a collision seems inevitable, maneuver the frog forward or backward, or from side to side, to gain precious moments.

## **HINTS FOR ACES**

1. Don't hesitate to move backward to save your frog from being squashed or drowned.
2. When you get to the safety strip, move the frog three-quarters of the way down the screen to the right. Since the turtles travel toward the left, the frog will tend to be carried along in that direction. The player must avoid having the frog swept off the screen with the current of the stream, which would kill him.

Frogger is a relatively simple game that provides a lot of fun when you play it well!

# GALAXIAN\*



## DESCRIPTION

Rows of Galaxians fill the sky ready to attack the player's ship. They look like sitting ducks waiting to be shot down, but when they start their bombing runs, they're deadly!

## **OBJECTIVE**

The player controls three spaceships armed with missiles. He uses one at a time; when all have been destroyed, the game ends. The Galaxians hover in the sky, waiting to attack. When they do, they swoop down on the player's ship and across the playfield, raining bombs. If the ship is hit by a bomb or collides with a Galaxian, it is destroyed.

## **SCORING**

When the game begins, there are 46 Galaxians at the top of the screen. The bottom three rows have ten blue Galaxians each. The next row has eight purple Galaxians. The fifth row has six red ones, with two Mystery Galaxians in the top row. Blue Galaxians score 30 points if destroyed while still waiting in the sky and 60 points if killed while attacking. Purple ones score 40 if shot while waiting and 80 when attacking. Red Galaxians are worth 50 points in waiting and 100 points in attack. The Mystery Galaxians score 60 points waiting, or 150, 200, 300 or 800 in attack, depending on how many red Galaxians escort them.

## **RULES FOR PLAY**

1. The Galaxians zig-zag back and forth on the screen in a kind of dance. The screen's back-

ground is a constantly shifting field of stars which confuse the eye, making it appear the Galaxians are moving more than they really do.

2. At random intervals, a Galaxian from the right column or the left column will attack in a bombing run. Each Galaxian has three or four bombs, and then will try to ram the player's ship. After the Galaxian has descended and swept across the screen toward the player's ship, it then exits the screen and reappears at the top of it. The Galaxian then flies back to its original waiting position, and restocks on bombs.
3. Players move their ships back and forth across the bottom of the screen using left and right directional buttons.
4. Pressing the fire button launches missiles, but the player can only fire one missile at a time.
5. When you rid the sky of one field of Galaxians, a new screen appears. A new flag appears at the bottom right for each screen, to keep track of how many you have cleared.
6. In later screens, up to five Galaxians attack at once, with five-second rest breaks between attacks. After the tenth screen, there are no more rests. The player is under constant attack, with the Galaxians flying lower and lower on the screen.

## **STRATEGY FOR PLAYING THE GAME**

Ignore the tricky background and concentrate on aiming at the shifty Galaxians. Until the attacks begin, only shoot the less valuable blue ones. When the attacks start, always try to kill the attacker while it's flying because then it's worth double score. Carefully watch for the attacker's bombs; they will continue to fall even if you shoot the Galaxian that dropped them.

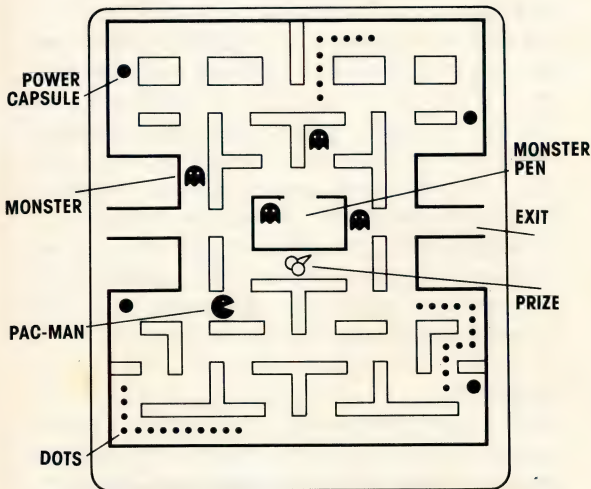
## **HINTS FOR ACES**

1. While you're perfecting your aim, kill as many stationary Galaxians as you can; they're easier to hit. When your aim improves, wait for the attacks to fire.
2. If you miss an attacking Galaxian, you can sometimes hide your ship on the extreme right or left side of the screen during the early screens.
3. For maximum scores, only shoot red Galaxians when they escort a Mystery Galaxian on attack. The Mystery Galaxians are worth only 150 points if they attack alone, but worth 200 if they have a red escort, and 300 with two escorts. If you shoot the two red escorts first, the Mystery Galaxian scores 800 points to the player!

Practice these tips, and you'll achieve high scores!



# PAC-MAN\*



## DESCRIPTION

A maze fills the screen, lined with dots to be gobbled up by the yellow Pac-Man. Four monsters pursue Pac-Man through the maze, and will gobble the gobbler if they catch him!

## OBJECTIVE

Each screen is filled with a maze containing 240 dots and four power capsules. The player maneuvers the yellow Pac-Man through the maze, eating dots and capsules. Four monsters come out of a pen in the center of the maze to pursue Pac-Man. If they catch him, he's devoured, and the next Pac-Man will appear in the maze, until three Pac-Men have been eaten, and the game ends. When Pac-Man eats a power capsule, he's energized for a brief period. The monsters turn blue, showing their vulnerability, and Pac-Man can eat them for extra points. When the energy wears off, the monsters flash four times, return to their original colors, and pursue Pac-Man again.

## SCORING

Each dot eaten scores 10 points, and each power capsule is worth 50 points. The first blue monster eaten after Pac-Man is energized scores 200 points, the second 400 points, the third 800, and the fourth monster eaten after Pac-Man swallows a power capsule is worth 1600 points. In each screen, a prize will appear twice, staying briefly. Prizes score 100 points in the first screen, 300 in the second, and more with each new screen. A bonus Pac-Man is earned at 10,000 points.

## **RULES FOR PLAY**

1. Players maneuver the Pac-Man around the screen with a four-directional joystick.
2. Pac-Man travels more slowly when he is eating dots than when he is not.
3. Monsters always move the way their eyes are facing.
4. When any monster sees Pac-Man, it begins to chase him.
5. Two tunnels allow Pac-Man to escape the maze on one side and re-enter on the other, to escape pursuing monsters. But beware, because the monsters sometimes take the tunnel, too.
6. When a monster is eaten by Pac-Man, its ghost flies back to the monster pen. It gains substance and again exits to chase Pac-Man.
7. Pac-Man is a trifle faster than the monsters, and also turns corners quicker than they do.
8. If you are trapped between two monsters, see if one is looking away from you. If so, follow it to safety.

## **STRATEGY FOR PLAYING THE GAME**

When the game begins, it takes a few seconds for the monsters to come out of their pen. Use this time to eat as many dots as possible, since you can move more quickly in corridors that have no dots.

Save the power capsules as long as possible, and don't eat one until the monsters are following close behind you. When they're all on your tail, eat a capsule, then devour the monsters for the bonus points they represent. Try to eat all the prizes that appear in the maze, particularly in the later screens when they become quite valuable. The prizes signify the skill level. Mazes with the same prizes have the monsters operating at the same skill level. As skill levels increase, the monsters become much smarter and move more quickly. Also, they are affected less by the power capsules, becoming vulnerable to Pac-Man for shorter and shorter periods of time. In advanced levels, the monsters are unaffected by the capsules and can't be eaten at all. To make matters worse, as they grow smarter, they work as a team to track Pac-Man and cut off his escape routes.

## **STRATEGY FOR ADVANCED PLAY**

Each skill level has a different pattern of play to avoid the monsters. You can tell what skill level and what pattern the machine is on by the prize symbol that appears under the maze to the right. The first screen is always cherries, the second a strawberry, the third a peach, then more fruits, assorted bells, medals and keys. Practice playing the game to memorize the way it plays at each

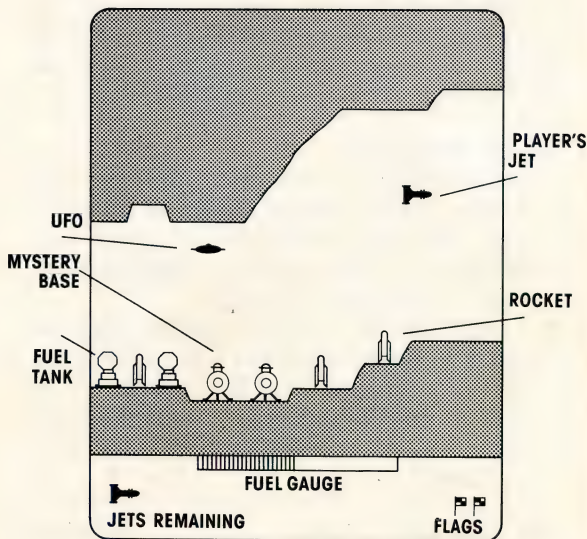
level. Then move Pac-Man through the maze in a pattern to avoid the monsters. However, the trouble with the pattern method of play is that many machines have been modified to speed up the action, change the regular patterns, or make the monsters' movements completely random.

## **HINTS FOR ACES**

1. The maze has a few safe spots to hide Pac-Man in: the two exits and the area above the monster pen. Park Pac-Man there to catch your breath, eat a snack, or just to watch the monsters move around the maze.
2. Try not to eat the last power capsule until the end of the screen. Stop Pac-Man by jiggling the joystick rapidly back and forth to hold him in more or less the same spot. When the monsters all approach, gobble the capsule and swallow them.

The game will end when you score 3.2 million. The screen breaks up, showing the maze on one side and a test pattern on the other side. You can move Pac-Man around to get the last few dots, and avoid the monsters, but there will be no new mazes. Then you know you're really a champion Pac-Man player!

# SCRAMBLE\*



## DESCRIPTION

You're flying a jet over hazardous terrain. Your fuel is low, and enemies attack from every side, trying to stop your mission. But you must get through to destroy the enemy's command base!



## **OBJECTIVE**

The player flies a jet across hostile terrain, constantly threatened by enemy fire. His fuel reserves are low and must be replenished from fuel tanks on the ground. Each Sector he flies over has new dangers to be overcome, until he passes the Fifth Sector. Then he's in range of enemy's base, which must be destroyed. The player gets three jets, one at a time. The game ends when they have been shot down or crashed.

## **SCORING**

The player scores 50 points for every rocket destroyed on the ground, and 80 points if it's in the air. UFOs are worth 100 points. Each fuel tank hit yields 150 points, plus adding fuel to the jet's supply. Mystery bases score 100, 200 or 300 points. The enemy's main base is worth 800 points. The player also scores 10 points per second just for surviving, and gets a bonus jet when he reaches 10,000 points.

## **RULES FOR PLAY**

1. The player controls the jet with a four-directional joystick. The jet can move up, down or forward, but can never go backward.
2. Moving the joystick right accelerates the speed.

Moving it left slows the jet.

3. The Laser button fires bursts of four lasers that go straight ahead of the jet, to the right.
4. The Bomb button releases bombs which fall in a diagonal path, ahead of the plane.
5. Hitting a fuel tank gives the player points as well as additional fuel for his jet.
6. The jet is destroyed if it collides with anything or runs out of fuel. The next jet then appears at the beginning of the sector the player had reached up to that point.

## **STRATEGY FOR PLAYING THE GAME**

The sectors get harder as the player progresses, and come in the same order every game.

Sector One calls for the player to fly his jet over hilly terrain, avoiding rockets which take off and can collide with him. Fly quickly and close to the ground, shooting everything you can for points and additional fuel.

Sector Two has swarms of UFOs, three or four at a time, in the path of the jet. Fly fairly low at medium speed and press the Laser and Bomb buttons constantly, to take out almost all of the UFOs. You can then manage to dodge the rest.

Beginning with Sector Three, steering is more important than shooting. Fireballs dart right to left on the screen, and dodging is very hard. The trick is to shoot the fuel tanks and mystery bases in the valleys, then fly low from valley to valley, avoiding the fireballs as they speed over the hilltops.

Sector Four is a city. Tall buildings cut down on the airspace, with targets on top of the rooftops. Rockets take off from silos on the bottom. Don't fly too fast. Hit all the targets and fuel tanks you can, and avoid collisions with the rockets.

Sector Five is the most difficult to fly through. Passages only barely wide enough to pass the jet through connect large caverns that require the jet to fly from top to bottom with very little room. The passages and the caverns have fuel tanks along the floor. The trick is to shoot the rows of fuel tanks before flying through. Otherwise the jet will be unable to pass and will crash.

After you've completed Sector Five, you finally reach the Base, which looks like a large octagon with flashing lights. A treacherous maze must be traversed. Speed up when you enter the passageway, then fly very low, toward the base. If you see

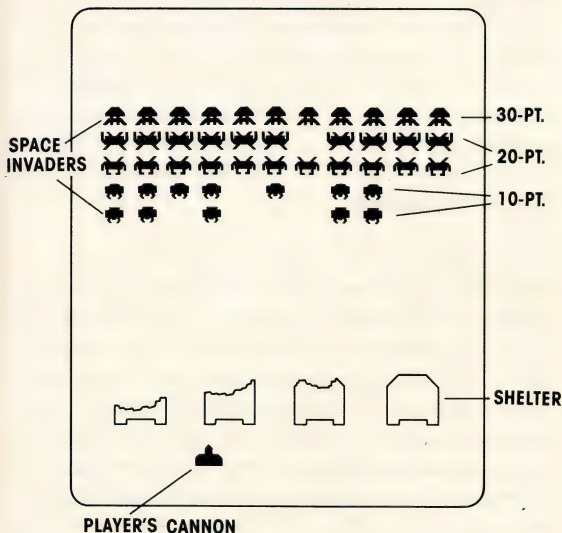
you are on the same level as the base, use your laser to destroy it. If you are above the base, drop a bomb on it. Your jet will surely crash at this point. A common mistake made by players who get this far in the game is to fly too high, trying to avoid crashing. If the jet is high enough to pass over without crashing, it's too high to take out the base. But don't worry about sacrificing the jet at this point, because as soon as the base is destroyed, you begin the next round back at Sector One, with a new free replacement jet.

### **HINTS FOR ACES**

1. Fly very carefully. Steering control is everything in this game.
2. Always shoot the fuel tanks. Fuel is more important to you than points.
3. When you fly over a mountain, drop a couple of bombs into the valley below, to clear out most of the enemy. Then use laser fire on the rest.
4. Memorize the different sectors so you can use the flying technique best suited for where you are.

This is a difficult game, but you'll do well with it with patience and a lot of practice!

# SPACE INVADERS\*



## DESCRIPTION

Space invaders are on the move, and the player must blast them out of the sky before they land on earth! Watch out for the rain of bombs as the invaders try to destroy your cannons!

## **OBJECTIVE**

The player tries to destroy the enemy overhead by firing a cannon at them. The player gets three laser cannons for the entire game, one at a time. There are four shelters that provide cover for the cannon, but the enemy bombs will gradually whittle them away. If all three cannons are destroyed, the game ends. If a space invader "lands," that is, makes it to the bottom of the screen, this also ends the game.

## **SCORING**

The field of space invaders fills the upper two-thirds of the screen, arranged in 5 rows of 11 invaders per row. A UFO darts back and forth across the top of the screen. Invaders in the bottom two rows are worth 10 points each when they are destroyed by the player's cannon. The next two rows score 20 points each, and the top row is worth 30 points for every invader. The UFO scores 50, 100, 150 or 300 points, depending on precisely when it is destroyed and how many shots the player has fired between UFOs.

## **RULES FOR PLAY**

1. Invaders move across the screen sideways in a jerky march until they hit the edge of the



screen. Then they drop a level closer to the cannon, and head in the other direction.

2. The UFO appears at either the left side or the right side of the screen, above the army of invaders. Every 25 seconds, the UFO appears and zips across the screen.
3. Players move the cannon back and forth across the bottom of the screen by using left and right directional buttons.
4. Pressing the fire button launches laser bolts to clear the field of the invaders and UFOs. But when you have emptied the screen of one army, another army appears on the screen. The invaders in the new screen appear at one level closer to the bottom of the screen (and to your cannon) than they did the previous time.
5. For the first three batches of invaders, four shelters help the player hide his cannon. After that, the invaders appear so low on the screen that the shelters do not appear on the playfield.
6. The game ends when all three of the player's cannons have been destroyed, or an alien lands on the bottom of the screen.

## **STRATEGY FOR BEGINNING THE GAME**

As soon as the game commences, slide the cannon to the extreme right and shoot that entire col-

umn of invaders. Go to the extreme left of the screen and take out the column of enemies on that side. About this time, the UFO appears overhead. You should have plenty of time to zap it.

Continue by moving your cannon across the screen destroying the two bottom rows of invaders as you travel. Hesitate a few seconds and another UFO appears. After you shoot the UFO, destroy the rest of the invaders on the screen. Then another group of invaders will appear one level lower and closer to your cannon. Use this strategy for the first three batches of invaders.

### **STRATEGY FOR LATER IN THE GAME**

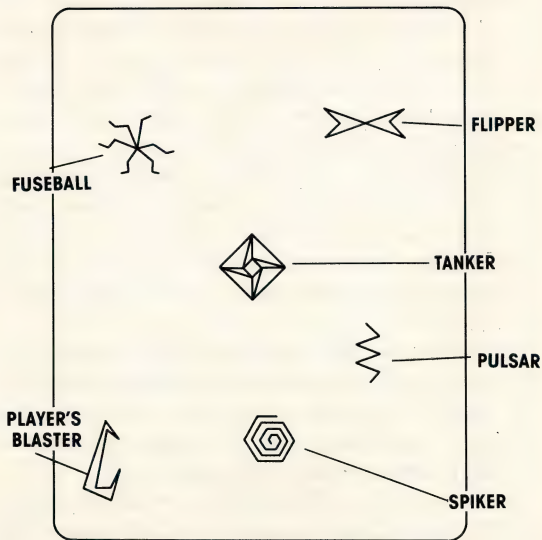
From the fourth screen on, the player's shelters do not appear. It will take a different technique in order to win. Start at the extreme left of the screen and shoot the bottom two aliens in each column as you move toward the right. Next blast the entire right-hand column of invaders, then rush across the screen and do the same to the far left-hand column. This leaves a tightly packed group of invaders. The UFO then flies over just in time for you to zap it for another batch of bonus points. Finally, shoot the remaining invaders on the screen. Then the next batch will appear.

## HINTS FOR ACES

1. As often as possible, hunker beneath one of the four shelters to avoid getting hit by the rain of bombs from the invaders. Hide the cannon under shelter with only the firing point exposed enough to shoot. Or, fire through the center of the shelter. But beware of enemy bombs slipping through the holes you make!
2. Until you are an expert at shooting the invaders, it's best just to ignore the UFO and concentrate on destroying wall after wall of invaders. But once your skill increases, remember to go for the large number of bonus points that will be yours each time you hit a UFO.
3. Don't shoot all the invaders in the center of the screen and leave two groups on each side. This would force you to race back and forth between the two groups, trying to keep them from landing, while you are picking them off.
4. The more aliens the player shoots, the faster the rest of them move. When only one is left, it races so fast that it's best to just sit still and destroy it as it passes over your cannon, rather than trying to chase it and aim.

A little practice with this method, and you can be a champion!

# TEMPEST\*



## DESCRIPTION

Hordes of nasties are invading our universe. They whirl outward from a vortex in the center of the space platform. All that stands between them and destruction of the platform is you!

## **OBJECTIVE**

The player uses his blaster to defend the edges of a series of geometrically-shaped space platforms. The blaster moves freely around the outside of the platform, waiting for enemies generated in the center. When an enemy forms, it moves quickly outward along its corridor toward the edge of the platform, where it either explodes by itself or actively searches for the player's blaster. The game ends when three blasters have been destroyed.

## **SCORING**

Many alien life forms come through the center of the platform, trying to destroy the player's blaster. In the first two levels, Flippers try to catch the blaster to carry it back into the vortex with them. When destroyed, Flippers score 150 points. Starting at the third level, Tankers worth 100 points, and bright blue Spikers worth 50 points also threaten. The battle is joined at level 11 by Fuseballs worth 250, 500 or 750 points, and by Pulsars at level 17 worth 200. The player gains an extra blaster for every 20,000 points.

## **RULES FOR PLAY**

1. Players choose from a series of difficulty levels, ranging from Novice to level 99.

2. A control knob moves the blaster around the edge of the platform.
3. The fire button gives a continuous automatic barrage of bullets.
4. A super zapper can be used twice in each platform. The first time it is used, it destroys every alien on the screen. The second time, it automatically zaps the single most dangerous thing appearing on the screen.
5. Once Flippers reach the edge of the platform, they scurry around the edges seeking the blaster. They can be destroyed only when moving from one corridor to the next.
6. Tankers split into two Flippers when shot.
7. Fuseballs and Pulsars actively seek the blaster when they reach the platform's edge.
8. Bright blue Spikers build up into deadly green Spikes that can impale the blaster instantly.

## **STRATEGY FOR PLAYING THE GAME**

Never play on the Novice level. On every difficulty setting except Novice, the game grants a 5000 point bonus at the end of the first round.

Resist the impulse to whirl around the ramp. In the early levels of the game, move deliberately, shooting the enemies as they emerge from the



center. When they get to the edges and start pursuing the blaster they're a much worse threat to the player. Later, when the game speeds up, this won't be practical. Then the player should pick a spot to stay in, shooting everything that comes out of the center, moving only when necessary.

Starting with level 33, the player must move around more to survive the Tanker's attacks. Get away from the corridor with the Tanker, then pick it off as it emerges. Be sure to stay well away from it, because it splits into two Flippers when shot.

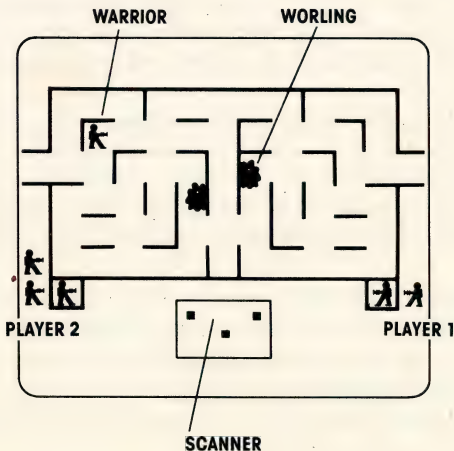
## **HINTS FOR ACES**

1. Don't move the blaster around too much. Instead, concentrate on shooting every enemy that emerges from the center.
2. Whittle down Spikes with continuous fire; one shot will not destroy them.
3. Flippers are vulnerable when their claws are up in the air, just before they descend on you.
4. When things look desperate, use the super zapper to clear out all your enemies. The super zapper is recharged with each new platform.

With a little practice, you'll soon be playing like a champ!

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# WIZARD OF WOR\*



## DESCRIPTION

You're in a dungeon, but you're not alone! Every room you pass through has fearsome monsters that must be killed before they kill you. You are armed, but unfortunately, so are the monsters!

## **OBJECTIVE**

You pass through a series of maze-like dungeons. Each room you enter has enemies that stalk your warrior and destroy him on sight. You must kill the dungeon dreadfuls, before they get you. The game ends when all your warriors have been killed.

## **SCORING**

The game has a variety of nasties, each with weapons and each giving points when they are killed. Burwors give 100 points. Garwors score 200, and Thorwors are worth 500 points. Your ally's warrior is worth 1000 points. A Worluk is worth 1000 points and also gives you double scores for the next dungeon you enter after killing him. The Wizard is worth 2500 points. The player gets a bonus warrior after completion of the fourth dungeon, and another after the twelfth.

## **RULES FOR PLAY**

1. The player moves his warrior with a four-directional joystick.
2. A fire button discharges bullets, but only one can be on the screen at a time.
3. Collision with an enemy destroys a man.
4. The Worlings shoot at the player's warriors, and the Wizard hurls lightning bolts at them.

5. The player has four play choices: One player with two warriors, one player with five warriors, two players with two warriors each, or two players with five warriors each.
6. When only one person plays, the computer is his helper, manning an equal number of warriors.
7. The player's warriors enter from a vestibule on the player's side of the screen. When one is killed, the next can enter from the vestibule at any time, or will be pushed into the dungeon after ten seconds.
8. A scanner at the bottom of the screen shows the movements of the Worlings in the dungeon, identified by colored dots so the player will know what is coming his way.
9. The Worluk usually appears after the player kills all the Worlings in a dungeon. He tries to shoot the warrior and escape through the exits.
10. If the player successfully dispatches the Worluk he may get a chance at the Wizard. The Wizard teleports around, stopping only long enough to hurl a lightning bolt.
11. When the player kills everything in the room, another dungeon is generated—with a new maze, and a new supply of Worlings.

## STRATEGY FOR PLAYING THE GAME

Pick a safe moment, then have your warrior exit his vestibule as soon as possible. Otherwise, your man may be forced into the dungeon at a time when his enemies are near.

Worlings can sense when a warrior's gun is pointing toward them, and are reluctant to walk in front of it. The player can use subterfuge by ambushing them from behind walls.

If you are playing alone, ignore the computer's men as if they weren't there and let them clear out as many bad guys as possible. Soon the computer's men will be killed, and you'll be on your own anyhow. If you don't like having the computer's warriors kill so many of the targets, taking points you may have gained for yourself, kill the computer's men yourself, for 1000 points each.

You can go through a passageway from the right side of the screen to the left or back again, to escape pursuit, or get to where hunting is better. However, the Worlings can also use this passageway. Bullets cannot pass through the corridor. When you go through the passageway, it is blocked to anyone else for about seven seconds.

Some of the dungeon denizens are invisible until they enter the corridor where the warrior is. Keep track of their movement by watching the scanner.

After all the Worlings in a dungeon have been killed, stand by one of the exits and wait for the Worluk. When he appears, he will immediately head for an exit. Ambush him there, using the passageway to go to the opposite exit if necessary.

If you kill the Worluk, position yourself in a short corridor. Stand at one end, and fire continuously. Then if the Wizard does appear, you might actually hit him before he zaps you!

## **HINTS FOR ACES**

1. Don't worry about which particular nasty you are shooting or its point value. Simply kill all the enemies that appear in every room.
2. Since you can only have one bullet on the screen, don't shoot without a target, or you may not be able to shoot when you want to.
3. Beginners should let the computer's men kill as many of the Worlings as possible.

Keep at it, and soon you'll be killing Worlings like a veteran!



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## THE HOME VIDEOGAME SYSTEMS

As exciting as the coin-operated games are, they represent only half of the videogame story. Playing these games at home on programmable videogame systems has also become quite popular. Over 7 million American households already have such systems hooked up to the family television set, and this number could double in 1982.

Magnavox marketed the first home videogame, called the Odyssey, in 1972. It was a very primitive unit, as were most of the games that appeared over the next few years. The home games sold during the mid-1970s were all "hardwired," meaning that they were all created to play only one particular game (sometimes with a few variations). In 1978, the same year Space Invaders revolutionized the coin-operated field, the first major programmable videogame systems for home use made their appearance. Atari produced the Video Computer System (VCS), and North American Philips introduced the Odyssey<sup>2</sup> through its Magnavox Division.

What makes programmable videogame systems such an advance is that they are designed to play a great variety of games. Instead of putting the program for a videogame into the machine, the games are provided in small cartridges. Plugging the cartridge for a particular videogame into the corresponding slot in the console of a home programmable videogame allows the machine to play the game in question. When that cartridge is removed and replaced by a cartridge for a completely different game, the programmable system becomes capable of playing that game just as though it were built right into the machine.

This special advantage accounts for the huge popularity of the home programmable videogame systems. For an investment of \$120 to \$250, you can buy any of several home game machines. Then by investing \$20 to \$30 per title, it is possible to build a videogame library. Thanks to modern technology, it is now possible for every player to have a complete home arcade. Best of all, everything you need will take up no more space than the typical electric typewriter!

There are two types basic of home systems: standard videogames and senior videogames. The

main difference between the two types of home systems are in the amount of detail provided in the pictures on the screen, the complexity of the games, and, of course, the price.

Standard programmable home videogame systems generally carry a retail price of less than \$200, and can often be purchased for a lot less. They have a smaller memory capacity, which means that their games are simple. Standard systems also have less intricate on-screen drawings.

The Atari VCS and the Odyssey<sup>2</sup> are currently the most popular standard videogames for home use. The VCS, in fact, accounts for close to 70% of all home videogame systems in use today. Both machines have extensive libraries of all types of electronic games. The VCS leans most heavily on slightly simplified versions of amusement arcade-type action games, while the Odyssey offers a balanced selection that includes excellent sports games and several strategy games that combine elements of videogames and boardgames.

Senior programmable videogames present games that have better graphics and more complicated play-mechanics. Mattel's Intellivision and Astro-

vision's Astro Professional Arcade, the two best-sellers, can actually be upgraded into full-fledged personal computers by adding full-size keyboards, available separately.

Intellivision is especially famous for the beautiful graphics used in its games. Its catalog includes cartridges for popular sports that no other rival system has yet been able to equal. The Astro Professional Arcade has visual effects that are nearly as good as Intellivision, and Astro Arcade games often have more exciting action.

At least two more senior programmable systems will make their debut before the end of 1982. Atari will introduce the Super-Game, a top-of-the-line unit that will retail for approximately \$350. Its great enlarged memory will enable it to play most popular coin-operated games. Coleco is about to introduce ColecoVision. Like the Super-Game, this senior programmable system will concentrate on translating popular amusement arcade games into versions for home use.

So if you enjoy the experience of playing video-games at arcades, you may want to bring all the excitement right into your own living room!



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	0331	<input type="checkbox"/> Aerobics
	6773	<input type="checkbox"/> A New Figure in 30 Days
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	9654	<input type="checkbox"/> Working Woman's Beauty Book
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	1081	<input type="checkbox"/> Complete Book of Hair Care & Styling
HEALTH	2144	<input type="checkbox"/> Dress to Flatter Your Figure
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	1853	<input type="checkbox"/> Dictionary of Prescription Drugs
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	8859	<input type="checkbox"/> 3500 Names for Baby
	8577	<input type="checkbox"/> 3000 Uncommon Names for Baby
	0745	<input type="checkbox"/> Baby Care
	0877	<input type="checkbox"/> Best Bets for Babies (abridged)
	0683	<input type="checkbox"/> The Book of Pet Names
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